SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		**MIL00-29B**	
ORIGINATOR	**SPONSOR**	**DATE RECEIVED**	**DATE OF ACTION**
PM FATDS	**ARMY**	**1 September 2000**	**August 23, 2001**
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **HIDE POINT**			
SUGGESTED CHANGE			

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

1. The purpose of the Hide Point symbol is to graphically display firing element (Howitzer/MLRS) hide locations to commanders in the Common Operational picture (COP)/Common Tactical Picture (CTP).
2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Points" hierarchy, 2.X.4.1, figure B-17, and table B-IV.

OVERVIEW

Currently, the standard does not contain a symbol depicting Hide Points. The purpose of the Hide Point symbol is to display graphically to commanders and operators in the COP/CTP a designated location, where firing elements (Howitzers/MLRS) would hide while not engaged in a fire mission. Incorporation into MIL STD 2525B, which will be used in GSD, will allow the symbols to be transmitted/received by all battlefield systems. Hide Points are a required symbol in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Hide Points for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, a Hide Point is used to display a designated firing elements (Howitzer/MLRS) hide location for firing elements while not engaged in a fire mission. One (1) point location is required to display a Hide Point. The minimum information required to interoperate with another is defined below.

IMPLEMENTATION

Description: **Fire Support, Point, Command and Control, Hide Point**

Parameters:
1.Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.

2.Size/Shape. Static.

3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.

Static/Dynamic: Static

Hierarchy: 2.X.4.1.2.5

Symbol ID: G*F*PCH---****X

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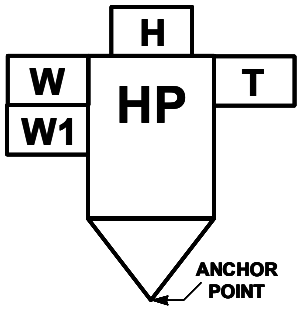
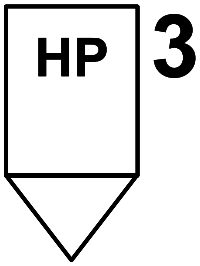
ADD NEW SYMBOL, **HIDE POINT**			

Tactical Graphic



Example



JIEO ANALYSIS

OVERVIEW:

POTENTIAL CONFLICTS WITH EXISTING SYMBOLOGY:

CONFORMANCE TO SYMBOL GUIDELINES:

ADEQUACY AND IMPACT ON OTHER PROGRAMS:

C/S/A COMMENTS

DECISION NOTICE

SSMC 3-01: Approved as amended. MIL00-29A Implementation section was amended by removing the words "in 90 degree increments" from paragraph 3 of the parameters and by changing "Fixed/Dynamic: Dynamic" to read "Static/Dynamic: Static". See parameters paragraph above and in the example in Table B-IV of the attachment.

Attachment A

Tasks:

1. Modify Figure B-17.1 to reflect the addition of the Hide Point symbol.

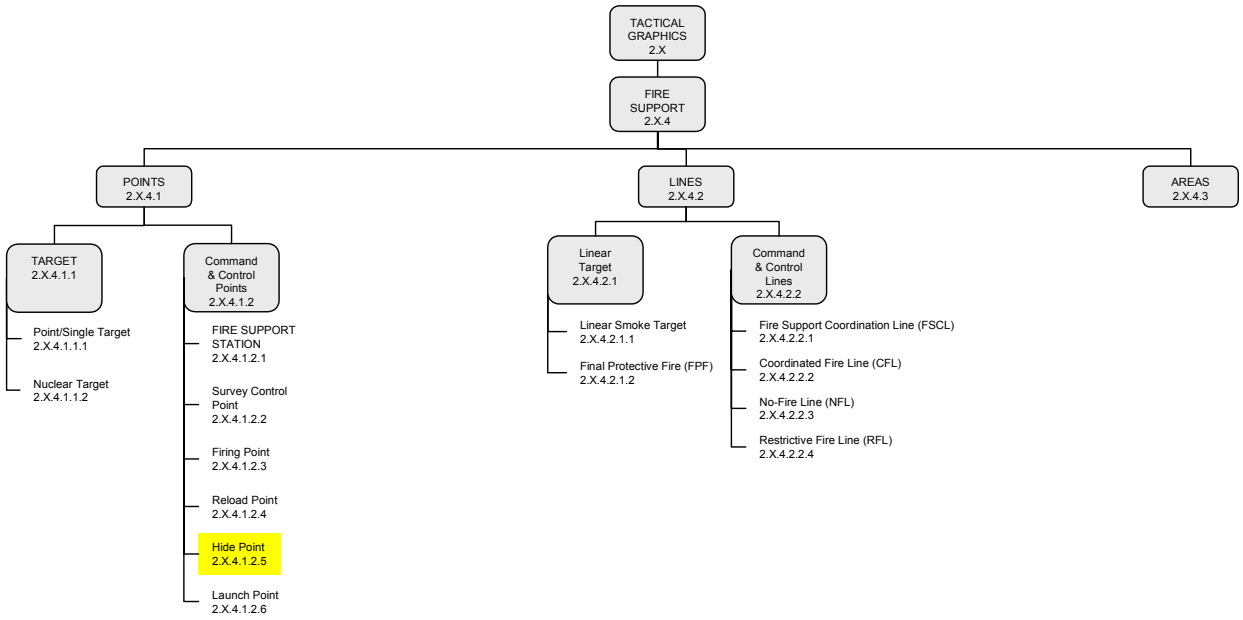


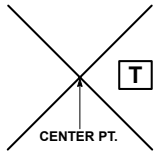
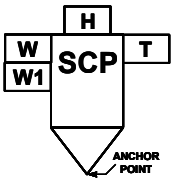
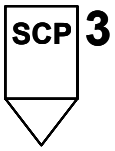
Figure B-17.1. Fire Support.

2. Modify Table B-III to reflect the addition of the Hide Point symbol's hierarchy number and symbol ID.

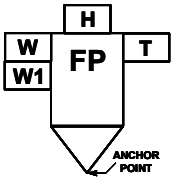
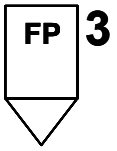
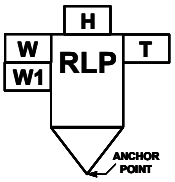
HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES

Attachment A

3. Modify Table B-IV to reflect the addition of the Hide Point symbol's hierarchy number, symbol ID and graphics.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT POINT COMMAND AND CONTROL	N/A	2.X.4.1.2	
FIRE SUPPORT POINT COMMAND AND CONTROL FIRE SUPPORT STATION <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.2.1 G*FPPCF--- ****X Example	 
FIRE SUPPORT POINT COMMAND AND CONTROL SURVEY CONTROL POINT (SCP) <u>Parameters</u> 1.Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2.Size/Shape. Static. 3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	S	2.X.4.1.2.2 G*FPPCS--- ****X Example	 

Attachment A

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT POINT COMMAND AND CONTROL FIRING POINT <u>Parameters</u> 1.Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2.Size/Shape. Static. 3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	S	2.X.4.1.2.3 G*FPPCB--- ****X Example	 
FIRE SUPPORT POINT COMMAND AND CONTROL RELOAD POINT <u>Parameters</u> 1.Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2.Size/Shape. Static. 3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	S	2.X.4.1.2.4 G*FPPCR--- ****X Example	 
FIRE SUPPORT POINT COMMAND AND CONTROL HIDE POINT <u>Parameters</u> 1.Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2.Size/Shape. Static. 3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	S	2.X.4.1.2.5 G*FPPCH--- ****X Example